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DRAM 346.01: Costume Design I

Alessia Carpoca

University of Montana - Missoula, alessia.carpoca@umontana.edu

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COSTUME DESIGN I

Dram 346 Fall 2005 McG 203- Part 190

Mon-Wed 12:40 - 2:00

Instructor: Alessia Carpoca

Office Hours: by appointment

Phone: 406 531 5836

E-mail: alessia.carpoca@mso.umt.edu

Welcome to Costume design. In this course you will practice and learn the graphic art skills used in costume design for the Theatre and for Film. You will also consider and apply basic design ideas and rules about composition, shape, volume, light, texture, movement, etc.

Course Description:

A lecture and projects course to develop principles in costume design for the stage. The emphasis on the design process will include interpretation, character development, and rendering techniques.

Course Objectives: By the end of the semester you should be able to demonstrate:

1. The ability to analyze a dramatic character, and from that analysis create a visual image for that character in terms of costume.
2. The ability to communicate the costume design ideas through drawing and painting (renderings);
3. The ability to recognize and apply various styles of theatrical design to your own work;
4. The ability to create an accurate, detailed and complete scene charts and costume plots for plays;
5. A fundamental, working knowledge of costume fabrics and materials for swatching costume designs.

About "artistic ability"

The "point" of the skills that you learn in this class is to be able to "communicate ideas." If you are a person who hasn't done a lot of drawing, or painting then the exercises may seem difficult to you. Just do them and try to do not get frustrated. You didn't learn to write or speak without practice, either.

Everyone has imagination and ideas. Without communication skills, your imagination and ideas remain locked up in your head. Nobody can teach you how to have ideas. This class will teach you a few techniques for communicating the ideas that you have.

Grading:

The object of this course is to improve your skills. If you do all the assignments, your skills will improve.

Assignments are due on the date given on the course outline. They will be presented to the class. If you skip the class because you aren't finished with the assignments you will just be sure you'll learn nothing at all for that day. Therefore, bring your work in progress to the class even if you aren't finished.

Here is what I will look for when grading, in order of priority:

- 1) did you complete the entire assignment?
- 2) did your work show signs of improvement from start to finish?
- 3) did you follow instructions as well as you could?
- 4) did you do more than was assigned?
- 5) How "good" is your work compared to:
 - your other work in class
 - others' work in this class

Project #1:

Design costumes for the "Seven deadly sins" from The tragical History of Doctor Faustus, Marlowe.

Project #2:

Design costumes for a theoretical production of "Still life with Iris" by Steven Dietz.

Written analysis of the play and it's characters. Costume research of the time period selected . Scene chart and costume plot.

Complete set of costume renderings.

Project #3:

Design costumes for “Glass Menagerie” by

Written analysis of the play and it’s characters. Costume research of the time period selected . Scene chart and costume plot.

Complete set of costume renderings with swatches.

Grade Weight:

Project 1	renderings	Oct 18	300
Project 2	analysis of the play Costume research Scene chart and costume plot renderings.	Nov 16	300
Project 3	analysis of the play Costume research Scene chart and costume plot renderings.	Finals: TuesdayDec 13 8:00-10:00	300
Classwork			100

Texts:

Character Costume Figure Drawing by Tan Huaixiang

“The tragical History of Doctor Faustus” Marlowe

“Still life with Iris” by Steven Dietz

“Glass Menagerie” by Tennessee Williams (please wait before buying this one it may change...)

About books: The Internet is not a substitute for books. As a designer, you will need an extensive library that you will build for your entire career. Start buying books now. You require Art Books, Art History Books, History surveys, and Theatre History and Design Textbooks.

Class Policies:

1. Good attendance is a good idea . Absences must be limited to reasons of illness or serious emergency and must be excused by the instructor. Your grade will drop one full letter grade after 3 unexcused absences. Three tardies will equal one absence.
2. Your classmates and your teachers cannot read your mind. It is your right and responsibility to share your ideas, questions and needs with your colleagues in the classroom.
3. The instructor will make any effort to accommodate students with disabilities. Please talk to me.

Materials:

- Pencils (lead not charcoal)
- Sharpener
- Eraser
- 16” straight edge ruler
- Painting palette
- Cup/holder for water
- Portfolio in which to keep your work
- Folders or binders. You’ll turn in a research binder for project #2 and #3.
- Painting medium (will discuss in class)
- Paper (will discuss in class)

Course Schedule:

Please note that this may change due to a variety of circumstances, large scale changes will result in the issue of a new schedule, minor alterations will be handled in class.

Date	Topic	Assignment / Activity	% points
8/29/05	Proportions: men, women, child, body types	Trace female form, male form	10
8/31/05	Anatomy: bones, muscles, joints	Draw front and side view of the skeleton	10
9/7/05	Balance: figure in motion	Draw female bust, male bust, front and side leg view	20
9/11/05 Tech	Elements & principles of design	Read play 1 Draw 2 figures in motion	10
9/13/05	Play 1 Discussion and analysis of the play	Start research and text/character analysis	
9/19/05	Lines and volumes	Draw 2 figures with different lines/volumes clothing	10
9/21/05	Basic skirts, pants, dresses, shirts	Draw 2 skirts, 2 pair of pants	10
9/26/05	Play 1 research, text & character analysis	Start sketches	
9/28/05	Vestibility & details (neck, sleeves etc....)	Draw 2 necks, 1 dress	10
9/03/05	Play 1 Sketches	Work on sketches	
10/05/05 Tech	Color Theory (contrast, palette...)	Find 2 samples of clothing in contrasting colors and 2 of harmonious colors.	10
10/10/05	Play 1 Revised sketches	Clean up sketches or transfer them onto better paper	
10/12/05	Color mediums (demo)		
10/17/05	Rendering play 1 work in class		
10/19/05	Play 1 everything is due	Read play 2 Still life with Iris	300
10/24/05	Play 2 discuss (Costume Chart...)		
10/26/05	Fabric types (weight, behavior etc....)		
10/31/05	Play 2 research , analysis, costume chart.		
11/02/05	Fantasy fabric, classic fabric, checks, tartan etc....	Draw 2 types fabric	10
11/07/05	Play 2 sketches due		
11/09/05	Play 2 Revised sketches		
11/14/05	Work on renderings in class		
11/16/05	Play 2 everything is due	Read Play 3 The Glass Menagerie	300
11/21/05	Play 3 Discuss		
11/28/05	Research and sketches		
11/30/05	Revised sketches		
12/05/05	Start working on renderings		
12/07/05	work in progress		
12/13/05	Final presentation everything done for this class is due and will be shown like an expo.	3to 5pm discuss this....	300